CITY CORRUPTOR (EVANISSU)

When a city grows corrupt, its people succumbing to degradation and decadence, the seams of the natural world can be split so that the evil of the Abyss seeps through. A city corruptor is not a punishment for a people's lack of moral fortitude; it is a consequence. A natural predator of the urban environment, the city corruptor stalks the dark streets that are the arteries of the city it feeds on. As the city's weak and vulnerable begin to die in increasing numbers, this foul demon spreads fear among even the most powerful.

Demonic Predation. City corruptors appear in desperate, depraved, or hopeless urban centres. Places where the people either cannot reverse the moral decay of their city, or where they do not care to. A city corruptor is not attracted to combat. Rather, the demon lusts after the blood of victims lost to an environment shifting closer to collapse each day. To hasten the destruction of such an environment is every city corruptor's ultimate delight.

The Portal Alignment. These sly demons first appeared in Zelatar, spreading quickly to other abyssal settlements. As a mortal city decays, the nature of an abyssal city aligns with it, and a city corruptor can step through the newly created gateway. Only one demon passes through during such an alignment. City corruptors fight among themselves for the exclusive right to claim a city in the mortal realm. Once a city is claimed, the corruptor gets to work. In the event that the city falls in its entirety, many of its people are sure to be dead, and the survivors along with the city itself are dragged into the Abyss, leaving behind a barren and lifeless dead spot in the Material Plane.

Dead Spots. A dead spot is what gets left behind when a city is pulled into the Abyss. The dead spot appears as a soot-covered patch of land that always seems to be in the shade, even on the brightest day. It encompasses the entire area where the city was as well as the surrounding three miles. Nothing can or ever will grow in this place again. Dead spots are intrinsically linked to the Abyss, and as such, are often sought out by cultists and summoners who wish to draw on the power of demons. The only way to remove them is to sever the link by travelling to the Abyss, finding the demon responsible for the city's downfall, and killing them.

Demonic Kingpins. A city corruptor's primary means of achieving its goal is to wage a campaign of terror to destroy a city from within. They are extremely charismatic and will not hesitate to draw on their overwhelmingly magnetic personality traits to amass minions such as murderers, assassins, thieves, and other supernatural urban predators such as wererats or doppelgangers. When other demons come into the picture, however, the city corrupter refuses to share its plans with them as it seeks to be glorified as the only demon involved.

City Corruptor (Evanissu)

Medium fiend (demon), chaotic evil

Armor Class - 17
Hit Points - 170 (20d8 + 80)
Speed - 35 ft.

STR 20 (+5)
DEX 24 (+7)
CON 18 (+4)
INT 22 (+6)

WIS 18 (+4)
CHA 24 (+7)

Saves WIS + 8, CHA +11
Skills Deception +11, History +10, Persuasion +11, Stealth +11
Damage Immunities necrotic
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 10
Languages Abyssal, Common
Challenge 11 (7,200 XP)

Proficiency Bonus +4

Traits

Slippery.
The evanissu does not provoke attacks of opportunity due to leaving a creature's threatened range.

Fade Into Darkness.
When the evanissu is reduced to 85 HP or less for the first time in a day, it may use its reaction to cast invisibility on itself.

Actions

Multiattack.
The evanissu makes two bone dagger attacks.

Bone Dagger.
Melee Weapon Attack: +11 to hit, reach 5 ft., one creature.
Hit: 17 (3d6 + 7) piercing damage and the target must make a DC 15 Constitution Saving Throw or begin bleeding profusely. A creature who is bleeding takes 7 (2d6) necrotic damage at the beginning of each of their turns. This lasts until the creature or an adjacent creature makes a successful DC 15 Wisdom (Medicine) check to stop the bleeding.

Innocent Glance.
The evanissue targets one creature it can see that can also see it within 120 feet with an alluring gaze. The target must succeed on a DC 15 Charisma saving throw or be charmed by the evanissu until the end of the evanissu's next turn. While charmed in this way, the creature must use its movement to move as close to the evanissu as it can.

False Alliance (Recharge 5-6).
The evanissue uses its magic to corrupt the minds of all creatures within 10 feet. Each creature in the area must succeed on a DC 15 Wisdom saving throw or be charmed by the evanissu until the end of the evanissu's next turn. While charmed in this way, the creature must make a melee attack against another creature of the evanissus' choice other than the evanissu during their turn, moving if necessary. If there is no target available, the creature takes 14 (4d6) Psychic damage.

Innate Spellcasting.
The monster's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- At will: *friends*, *hideous laughter*
- 3/day each: *darkness, invisibility, suggestion*